

WHAT IS CLAIMED IS:

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1. An image displaying method for displaying an image by outputting image data by each frame to a display device, wherein being capable to set alternatively a first display mode which outputs image data to said display device with a different pixel arrangement for each frame and a second display mode which outputs image data to said display device with an identical pixel arrangement for each frame, comprising steps of:

judging a scale of a processing load performed within one flame, and

setting said first display mode when the load is judged to be light or setting said second display mode when the load is judged to be heavy.

2. An image displaying method according to claim 1, wherein said first display mode constitutes image data by arranging pixel data at different pixel positions each other for an odd number flame and an even number flame.

3. An image displaying method according to claim 1, further comprising steps of;

measuring a processing time required for the processing performed within one flame, and

judging a scale of a load by comparing said processing time with a predetermined reference value.

4. An image displaying method according to claim 3, wherein a switching operation to said first display mode is performed if said processing time is continuously less than said reference value during predetermined number of flames in the case where

said second display mode is set.

5. A game system displaying an image by outputting image data to a display device for each frame, comprising a display mode setting device for setting alternatively a first display mode outputting image data to said display device with a different pixel arrangement for each frame and a second display mode outputting image data to said display device with an identical pixel arrangement for each frame, wherein said display mode setting device judges a scale of processing load performed within one frame, sets said first display mode when the load is judged to be light, or sets second display mode when the load is judged to be heavy.

6. A game system according to claim 5, wherein said display mode setting device makes said first display mode constitute image data by arranging pixel data at different pixel positions each other for an odd number frame and an even number frame.

7. A game system according to claim 5, wherein said display mode setting device measures a processing time required for the processing performed in one frame and judges a scale of load by comparing said processing time with a predetermined reference value.

8. A game system according to claim 7, wherein said display mode setting device sets a switching to said first display mode when said processing time is continuously less than said reference value during predetermined number of frames in the case where said second display mode is set.

9. A computer readable storage medium storing an image display

program formed so as to make a computer, performing an image display processing to display an image by outputting image data to a display device by each frame, function as;

being able to set alternatively a first display mode which outputs image data to said display device with a different pixel arrangement for each frame to a second display mode which outputs image data to said display device with an identical pixel arrangement for each frame, and

judging a processing load performed within one frame and setting said first display mode when the load is judged to be light or setting said second display mode when the load is judged to be heavy.

10. A computer readable storage medium storing an image display program according to claim 9, wherein said first display mode constitutes image data by arranging pixel data at different pixel positions each other for an odd number frame and an even number frame.

11. A computer readable storage medium storing an image display program according to claim 9, wherein the program is formed so as to make the computer measure a processing time required for the processing performed in one frame and judge a scale of load by comparing said processing time with a predetermined reference value.

12. A computer readable storage medium storing an image display program according to claim 11, wherein the program is formed so as to make the computer switch to said first display mode when said processing time is continuously less than said

reference value during predetermined number of flames in the
case where said second display mode is set.